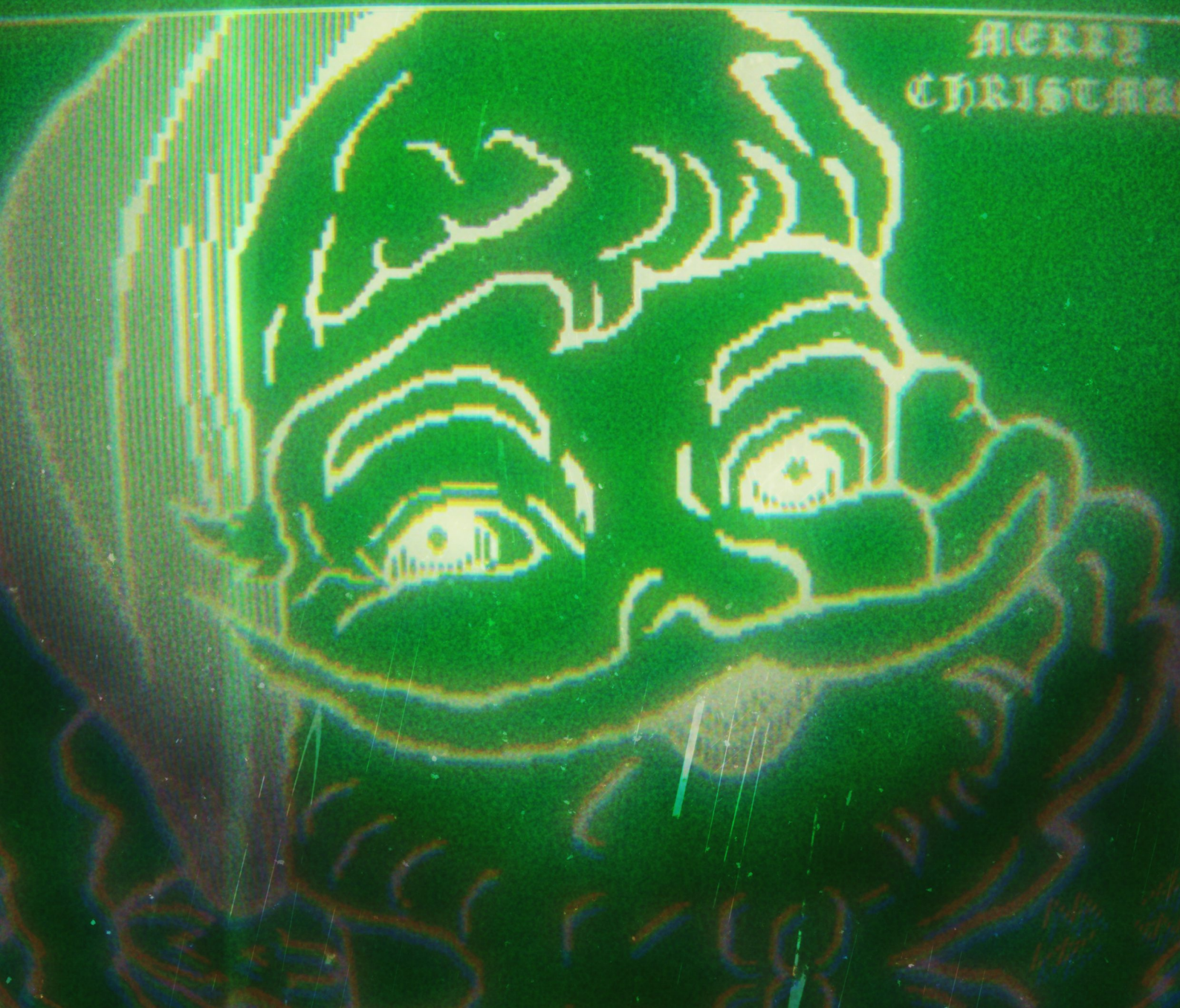


1984

Apple IIc | Macintosh | PC Jr.
Robots | Gizmos | Games





It's  Christmas
and Apples are
in Season.



Macintosh



HOLIDAY GIFT GUIDE



The Apple II family, whose form-factor had been largely unchanged since its introduction in 1977, added a new member in 1984. The **Apple IIc** (compact) shrank the size of the Apple II dramatically, adding a built-in floppy drive and including major peripheral devices (such as a serial port) on the main logic board, in order to eliminate the need for expansion slots.

A direct response to new competitors such as the PCjr, the Apple IIc was not as successful as IBM's new offering in the short term, but arguably had greater longevity, still having many fans today.

Its "standard" display was a 9-inch monochrome CRT; Apple would release a colour version, and a mono LCD panel that made the IIc more "portable" (although still requiring an external power source.)

The Apple IIc was the first machine released employing Harmut Esslinger's "Snow White" design language, which would be used in successive Apple models such as the Apple IIGS and the Macintosh SE.



How to talk your parents into parting with \$1300.

There's a new Apple Personal Computer called the IIc that's so complete and so affordable that getting your parents to buy one should be easier than learning Logo.

If that is you know what to say. For example, don't tell your parents that the IIc has the first true 128K VLSI motherboard, dual built-in RS-232 ports and a built-in half-high disk drive. Or that it has a swatchable 80/40 character display and built-in mouseports so it can use an AppleMouse.

Just know that's incredible in an 8"port" computer, but all those specs may make your parents uncomfortable. Just tell them that the Apple IIc can run more than 10,000 programs written for the Apple IIc, the most popular computer in education at all levels. And it

You might also mention that it's a bargain. It comes with everything you need to start computing in one box—including an RF modulator that lets you hook it up to your TV the moment you

can use when you're too busy to show them how.

All for under \$1,300*!

Of course, they probably won't want to hear that it runs more games than any other computer in the world except the Apple IIc.

But they might like to know that it also runs advanced business software. Including specialized programs for every profession from doctoring to farming to astrophysics. Not to mention personal productivity software to manage their

personal finances and taxes.

Speaking of which, they can deduct part of an Apple IIc's price from their taxes if they use it for business.

Even if they always keep it at home.

Don't confuse them right now with the wide array of Apple IIc accessories and peripherals. Like Apple's 1200/300

modems Or the IIc's low cost full-color graphics text printer. Scribble.

But assure them that your IIc can grow just as fast as you do.

Now, if all of these carefully reasoned arguments fall on deaf parental ears, don't despair. There is still one thing more you can do. Get a paper route.



*The IIc alone costs just \$750. Please. These include monitor, printer, mouse and more. See us in person or call. **Suggested retail price. © 1984 Apple Computer, Inc. Apple and the Apple logo are trademarks of Apple Computer, Inc. For an authorized Apple dealer nearest you, call (800) 538-9696. In Canada, call (800) 268-7796 or (519) 268-7651.

Take Macintosh out for a test drive.



Since we introduced Macintosh™, we've been telling you it's the first business computer anyone can learn to use overnight.

Now we're going to prove it by giving you a Macintosh to use overnight.

Right now, anyone who qualifies can walk into a participating authorized Apple dealer and walk out with a Macintosh Personal Computer.

No purchase necessary.

It's our way of letting you test drive a Macintosh in the comfort of your own office, home, R&D lab, dorm, den or wherever.

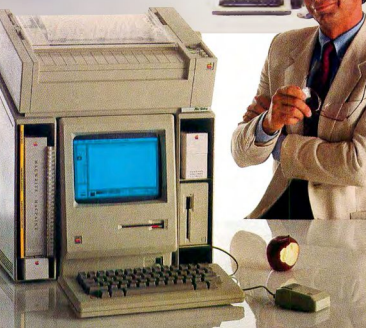
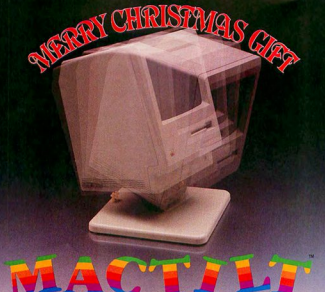
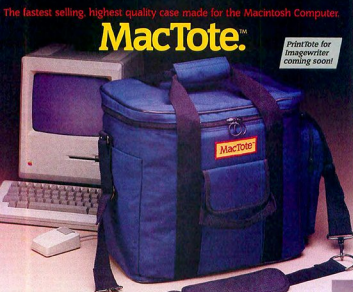
And really, experience, first-hand, how much your finger already knows about computing.

Simply put, in less time than it takes to get frustrated on an ordinary computer, you'll be doing real work on Macintosh.

Because the hard part of test driving a Macintosh isn't figuring out how to use it. The hard part is letting it back.

The **Macintosh**, however, was the true Apple star of 1984. The brain-child of Jef Raskin and Steve Jobs, the Macintosh was the first attempt at a true "appliance" computer -- one that a user required no fore-knowledge to use -- and it was largely successful at it, providing a completely mouse-based operating system and (eventually) a suite of applications that covered practically every home, school and office computing task.

Where the Macintosh would really shine would be in the desktop publishing arena, where its WYSIWYG (what you see is what you get) interface would endear it to graphic designers, who had struggled with pen-and-ink drawing and cut-and-paste layout for all of publishing's preceding history. This market would keep the Macintosh alive during the "dark days" of the mid-1990s, when **Windows** ruled.



READ ONLY

Review of the IBM Personal Computer Family, Vol. 1, No. 2

HARDWARE NEWS

Progress even for a computer with unusual potential, the IBM PCjr has made a lot of progress in its first year.

Consider software for example. The IBM PCjr comes with up to 128K of internal memory. You can also add external memory. Expansion modules (256K, 512K, up to 1M) are available. That's far more potential memory than other computers in the class (80 personal).

Increased memory allows you to take full advantage of the IBM PCjr's powerful built-in processor. PCjr's powerful built-in processor has up to 32K of available memory and PCjr's double-sided diskette drive can run the best-selling programs made for the IBM PCjr.

There is also a variety of plug-in cartridge programs which work faster than diskettes and take up user area and diskette space.

Three popular titles: Lotus 1-2-3™, PCjr Color Paint and Managing Your Money™ by Financial expert Andrew Tobias. And every PCjr comes with cassette tapes for backup.

PCjr makes it easy and affordable to start small and grow at your own



Cartridge-based programs for PCjr include Lotus 1-2-3™.

No matter which model you choose, the IBM PCjr's 13 ports for expansion make it easy to add to your system. From more memory to a numeric keypad, PCjr's expansion modules are available in a variety of configurations.

The IBM PCjr comes with a new 5.25-inch double-sided diskette drive that allows you to work up close or across the room from the system unit.

While PCjr can be connected to just about any display, the IBM PCjr's 13-inch color monitor offers some special advantages in a very reasonable price.

This built-in speaker and sound effects. The innovative sound effects. The innovative sound effects. The innovative sound effects.

IBM screen gives you better than a definition and clarity than a color composite monitor. And since the PCjr's color display is designed to be played on top of the system unit, it's a space-saving addition to your PCjr system.

Wherever monitor you choose to add to your PCjr system, there's more than one way to go. For both monochrome and color, IBM offers built-in and optional monitors.

*Weight shown for bare parts pack and accessories.
**Price shown only at IBM Product Development Centers.
***IBM is a trademark of International Business Machines Corporation.
****Your IBM is a trademark of IBM Corp.

UP AND RUNNING

First Spring. It didn't take the IBM PCjr long to make the transition from first year of eligibility. PCjr was picked for the "Best Buy" award by the Boston Herald.

Coach Joffe has a plan to help players with personal development. For the Baker team to win the National Conference championships, he named Southwest Conference Coach of the Year in 1975.

The team's coaching staff is used computers to help analyze and plan game strategy. The coaching staff is used computers to help analyze and plan game strategy.



Coach Joffe and his assistant coaches had to work up all their game plans and strategies in the hours before the game. After that came a wait for the game to start.

Other coaches around the country try hard to share the benefits of computerized coaching techniques. This summer, when members of the Baker coaching staff demonstrated their programs at the national football and basketball clinics sponsored



IBM's first attempt to enter the home computer market, the PCjr (PC junior) was released in

early 1984 sporting improved graphics modes and three-voice sound that made it more competitive with other home computers of the day, such as the Commodore 64. However, at over \$1200US without monitor, it was substantially more expensive than other computers available on the market, and it struggled, selling just 500,000 before being discontinued in 1985.

Previously in the low-end hi-fi and TV business, Amstrad entered the UK home computer market with its CPC 464. The CPC came with its own monitor, which also served as the power supply for the computer. It had a 4mhz Z80 CPU and 64K of RAM, 27 colours and 3-voice sound. Amstrad would sell 2 million CPC 464's, and followed it up with models that had disk drives and 128K of RAM.

These later models supported the CP/M operating system, making them attractive to business users.

The CPC line was discontinued in 1990.

Tandy would release an IBM compatible PC of its own. The Model 1000, like the PCjr, had 16-colour graphics and 3-voice sound, but also had a "real" keyboard and two floppy drive bays. Games that supported "Tandy graphics" (called that despite the graphics mode's introduction with the PCjr) became fairly common, until widespread adoption of VGA.



£249
£359

PCjr 464 complete monitor diskette

IBM PCjr

IBM PCjr

about PCjr and it's all good news for you.

PCjr now has a lower price. A new typewriter-style keyboard.

A new option that can give you memory a dramatic boost.

And new business and personal programs to add to its fast-growing library of up-to-date programs.

All of which can make PCjr the most useful computer a little money can buy.

It comes standard with 128K of user memory — twice the memory of its most popular competitor. An advanced 16-bit processor. And a double-sided diskette drive that can store over twice as much information as most single-sided drives.

With all these features, PCjr can run over a thousand of the most popular programs written for the IBM PC. And with the new optional 128K Memory Expansion Attachment, it can run over a thousand more.

Runs a refrigerator, they say.

IBM PCjr

IBM PCjr



Sinclair released an upgrade to its popular Spectrum computer, with an improved keyboard.

This was a big deal!

Tandy Model 1000

The complete home computer.

Amstrad CPC 464

Amstrad CPC 464

IBM PCjr
Growing by leaps and bounds.

LINE
COMPUTER MAGAZINE
Y ISSUE

For PCjr

SPECTRUM PROJECTS CATALOG INSIDE

ZX Spectrum +

couldn't have picked a better time to visit Fort Worth. It was 117 in the shade, and the Republican National Convention was in town. Sitting in bumper-to-bumper traffic in the middle of the day, I rolled down the window and pleasantly greeted the driver in the car next to me.

"Wow! It always like this in the car next to me."

"Now. The prez is comin' in. This awl but shet down thirt-fab. The spill-over'n heppin' thins none."

My luck. Last time I was in San Francisco I couldn't get across town because of the Queen of England.

Lone Star Savvy, Sociability

Ed Juge, director of market planning for Tandy, had promised the trip would be worth it. I hoped he was right.

Many was the time I had not shared the enthusiasm of a marketing director for a new product. And I had come to Fort Worth with absolutely no idea what I was to see.

From Mr. Juge's office on the 17th floor of Tandy Center, you can see literally to North Dakota. Ed himself is a softspoken, likable fellow with the rugged, handsome Texas look of a Governor Connally. When he took me to lunch at a shack on the edge of town called The Post for the best barbecue I ever tasted, I knew we would get along well.

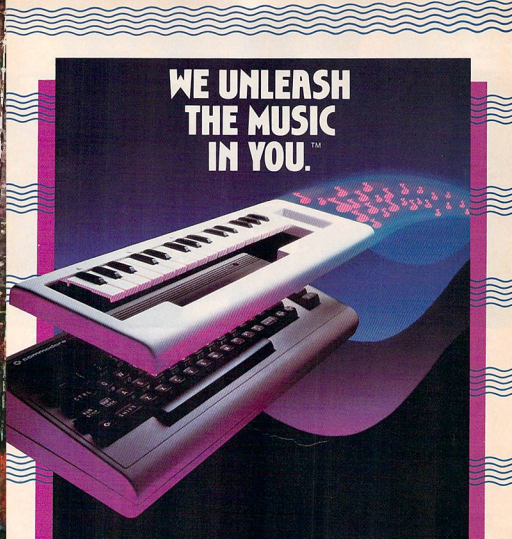
Ed Juge is proud of Tandy, and he is proud of the contribution of Texas to the high tech industry. As well he should be. A New Yorker to the core, I faced my first visit to Texas with a bit of trepidation. What I met was a group of savvy, intelligent, and motivated people whose hospitality is genuine and comes naturally. Texas just may be where America really lives.

"Ah think you're gonna lack what we've got to show ya," Ed said, as we drove back to Tandy's twin towers.

He was right: The Tandy 1000, which should be available at your local Radio Shack as you read this, is the mark. IBM was too steep, incapable, or afraid to manufacture. It is sure to pull a whopping dent not only into PCjr sales, but into sales of the PC "senior" as well.

To Serve Them All My Days

As owners of PC products will know, when you buy an IBM machine, you have just begun your indenture. You will soon need a graphics adapter, whether monochrome or color; a printer card



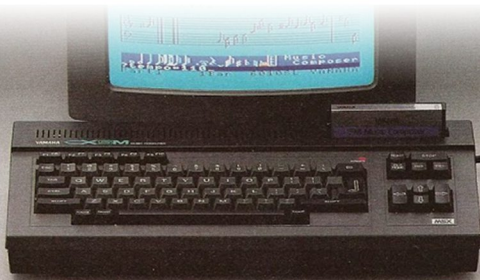
The INCREDIBLE MUSICAL KEYBOARD™
 transforms your computer into an exciting musical instrument.



The keyboard overlay pictured above allowed a **Commodore 64** owner (with the appropriate software) to “play” a two-octave keyboard, sound courtesy of the 64s on-board SID music synthesizer.

These are still used by chiptune musicians today, particularly in live performances, and can be hard to find.

Other options for modern retro-musicians include cartridges that provide MIDI support.



REVIEW

YAMAHA CX-5M

Is it a computer or is it a synthesizer? Yamaha's CX-5M is an MSX micro with two keyboards. Tony Sacks ran his fingers over both.

1988 WAS BRAGGART for the very different worlds of the micro-buff and the musician considerably closer. On the micro front, there has been a noticeable increase in the amount and quality of software and hardware designed to fulfil the more of computer's built-in sound-making facilities. This is particularly true of micro like the BBC and the Commodore 64 with their relatively sophisticated music chips.

Meanwhile, musicians are beginning to explore the tremendous possibilities offered by MIDI—the Musical Instrument Digital Interface. As described previously in *Your Computer* (September 1984), MIDI is a digital Esperanto which allows various electronic instruments such as synthesizers, sequencers and drum simulators to send digital messages to each other. With suitable interfaces these instruments can also be connected to computers.

Yamaha's CX-5M merges these two worlds in one 2449 machine. Superficially it looks like any of the rapidly growing array of MSX clones. The only sign that it is something special, in the imagination, “music computer” next to the model name.

Above the standard perimeter of the computer begins to reveal its dual personality. In addition to the standard MSX sockets for joystick, Centronics printer and TV and monitor outputs, there is a pair of DIN sockets marked MIDI In and Out, two additional stereo output sockets and a Mini-Kinect socket. In all, the machine has more than 100 electrical contacts willing to communicate with the outside world.

The CX-5M has a professional and beefy emphasis by a silver grey and black colour scheme. The keyboard is pleasant to use, despite a slight wobble on the space bar. The only oddity is the inclusion of a blank “dead” key used to add various accents to words in foreign languages. There is no 2 key although the vertical symbol can be accessed from the usual MSX character set using the Code and Shift keys.

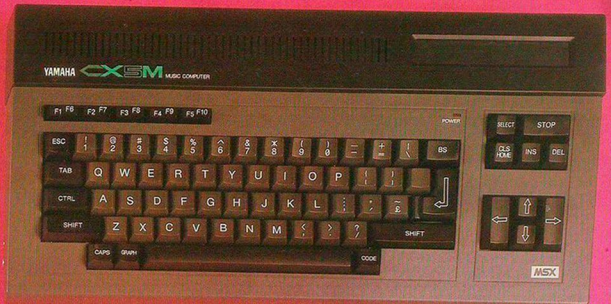
Two switches—one on the computer, the other on the substantial power supply—are needed to turn the CX-5M on. If the Room



This **MSX** (an open hardware architecture used by Japanese manufacturers and popular in Asia and South America)-based computer featured a built-in stereo FM synthesizer with a number of pre-defined instruments, MIDI support and an external musical keyboard.

Cartridges provided musical sequencing software and additional instruments.

The **CX-5M** could also program the **DX7**.





DANGER MOUSE

BRITAIN'S NUMBER ONE CARTOON CHARACTER ON COMPUTER GAMES FROM CREATIVE SPARKS

DOUBLE TROUBLE
Will Baron Stink shoot his built an old Danger Mouse must be destroyed and is not a moment to lose. Danger Mouse and his friends must find the top layer of the sand then beat the top sequence before it's too late. You help Danger Mouse the world's leading cassette version.

WIN
Raced Helicopter trip to meet Coagoo Hall. Scoring of Danger Mouse. Each pack contains full details.

SPY VS SPY
Adventure program is the world's leading cassette version. It's the greatest secret you will need all your skills to track down the top layer of the sand...and will develop a set of useful skills as early adventures of the world's leading cassette version.

10 GREAT NEW GAMES FOR THE C-64 AND SPECTRUM 48K

CREATIVE SPARKS

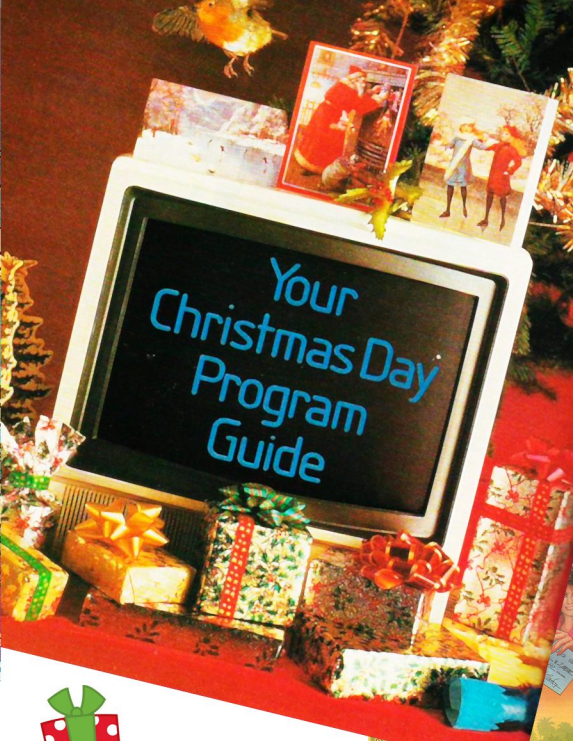
MAD MAGAZINE'S

FIRST OFFICIAL ACTION/STRATEGY COMPUTER GAME

WIN* a free trip for two to New York City; Dinner with the staff of MAD Magazine and a guest appearance in MAD. FREE Subscriptions to MAD to the first 1000 purchasers of SPY VS. SPY to send in completed warranty card.

AVAILABLE ON DISK FOR COMMODORE 64*, SPECTRUM 48K*, AND ATARI* HOME COMPUTERS.

WARRANTY SOFTWARE, INC.



SCOTT THE SUPERHERO

SCOTT ADAMS

Scott Adams is the most acclaimed comic book writer in the world. He has written for Marvel Comics, DC Comics, and many others. Now, in association with Marvel Comics, he has teamed up with two of the world's best computer software developers to bring you an adventure that is both fun and challenging.

SPIDERMAN Both games are for people who like to play computer games with spectacular high resolution graphics. Choosing system is important in both as visually as well as mentally exciting adventure.

MAD Magazine's popular *Spy vs. Spy* comic series came to life in video-game form, allowing two players to battle simultaneously in their attempts to solve the puzzle and escape the game. Or you could just keep killing each other until the time ran out. But *Spy vs. Spy* wasn't the only cartoon to get the video-game treatment... "Calling Danger Mouse..."

The Hulk would also get a turn in a graphical text-adventure designed by Scott Adams. Unfortunately the cool-for-the-time graphics appear to have eaten up the space a storyline could have used, and it's not the most engaging game. But the advertisement was awesome!



Dallas...Quest? This graphical text adventure had you playing a detective tasked with travelling to South America to recover a map of an oilfield Jock Ewing discovered before he died.

J.R., of course, tries to stop you...

The Dallas Quest

Danger! Intrigue! Suspense! You'll need all your wits and skill when you take on the cunning J.R. and face the many hidden enemies in the search for that map.

- A unique graphic adventure.
- Choose your level of difficulty.
- Scores of colourful scenes.

Only £14.95

Datasoft

IMPOSSIBLE MISSION.

YOUR MISSION-TO SAVE THE WORLD.

TOP SECRET

As a member of the exclusive Anti-Computer Terrorist Squad (ACTS), your mission is to find and neutralize the threat of nuclear warheads and biological... all in your computer.

EPYX

Strategy Games for the Action Game Player

Ranked by the readers of magazine *Zzap!64* as the best Commodore 64 game in 1985, *Impossible Mission* was almost universally applauded. Taking on the role of a secret agent sent in to stop an evil genius, you need to recover pieces of a password by searching rooms infested with killer robots.



The Commodore 64 version had digital speech, including a lifelike scream when the protagonist falls to his death.

Buoyed by *Jumpman*'s overwhelming success, Epyx would release a number of games over 1984, including a head-to-head sequel to *Pitstop*, and a game centered around the 1980s "breakdancing" fad.

FALL GUY

PRESENT LEE MAJORS IN

EPYX

Strategy Games for the Action Game Player

BREAKDANCE.

BREAKIN' MADE EASY.

EPYX

Strategy Games for the Action Game Player

DRAGONRIDERS OF PERN.

FLY THE UNFRIENDLY SKIES.

EPYX

Strategy Games for the Action Game Player

ROBOTS OF DAWN.

BOOK BY ISAAC ASIMOV. COMPUTER GAME BY EPYX.

EPYX

Strategy Games for the Action Game Player

PITSTOP II.

BECAUSE AUTO RACING IS NOT A SOLO SPORT.

EPYX

Strategy Games for the Action Game Player

EPYX Strategy Games for the Action Game Player

Get even more involved in the adventures—by winning a computer of your own!

You already know about the BYTES BROTHERS mysteries—the exciting series of stories you solve yourself with the help of a home computer. Imagine how much fun it would be if that computer were yours! Here's your chance. Look for a BYTES BROTHERS book display and pick up your Entry Form—or put your name and address on a plain piece of paper.



THE BYTES BROTHERS

COMPUTER GIVEAWAY CONTEST

Prizes will be awarded to the first three coupons drawn at random. No purchase necessary to win. All entries must be postmarked no later than February 15, 1985. Chances of winning depend upon number of entrants. Send all entries to:

BANTAM BOOKS BYTES BROTHERS COMPUTER GIVEAWAY CONTEST
Dept. LP-EN, 666 Fifth Avenue, New York, NY 10103

You could win:

GRAND PRIZE:
One Commodore 64™ Computer with: disk drive, printer, 13" color monitor and modem (retail value over \$1000)

SECOND PRIZE:
One Commodore 64™ Computer with: disk drive and modem (retail value over \$500)

THIRD PRIZE:
One Commodore 64™ Computer and modem (retail value over \$250)

The **Bytes Brothers** books were a series of Hardy Boys-esque mysteries that were solved (by the reader and the protagonists simultaneously) with BASIC computer programs. Typically, solutions involved working out math or word problems, or more complex situations, like decoding morse code.

Alex Rogen was a small town boy with big time dreams. But in his wildest dreams,

he never suspected that tonight he would become The Last Starfighter.



GAMES NEWS

GHOSTBUSTERS

Ghostbusters is a smash hit movie in the States right now — and the theme tune from the film has been riding high in our music charts for several weeks. Now Activision has got hold of the rights to make the game of the film.

Activision's top programmer, who brought you Pitfall and Decathlon has been given the task of turning the movie into a game which Activision says will be on sale in time for Christmas. Ghostbusters the movie, tells the tale of three New Yorkers who set up in business fighting ghosts and riding the city of paranormal beings. It's a light hearted comedy and has been beating Indiana Jones at the U.S. box office.

David saves the game with a mixture of Adventure, strategy and arcade action based on events on the film — which should be a cinch for very shortly. Watch out for it!

The screenshots from Ghostbusters

Computer & Video Games got a sneak preview of the brand new Ghostbusters game at Activision's London offices.

David Crane's latest game closely follows the plot of the film. First you have to set up in the ghostbusters business by getting some cash together, buying your own ghostmobile and equipping it with ghost-catching equipment.

The screen display shows the automobiles you can choose — ranging from a VW Beetle to a high-powered sports car.

Then you move into a maze-like screen which shows the city streets. Haunted buildings start flashing red and you have to locate your ghostmobile along the quickest route to the affected area.

Once at the building, the screen display switches to the exterior of the building — with a little ghost floating around outside. You must guide your ghostbusting team of two into position and then fire your laser-like, ghost-busting beams to force the ghost into your trap. You earn money for each ghost you trap.

You must also prevent ghosts reaching the Temple of Zoro — which in the film is known as Spook Central. It's a door to the spirit world which you must shut at the end of each game.

Ghostbusters is a terrific game — extremely addictive and great fun to play. Watch for a full review in our next issue.

And if you haven't yet rushed out to see the film — hit theme tune to the film — don't bother. Activision's game plays the soundtrack almost note for note. And the final version will have speech too. Press the space bar and it will show "Ghostbusters!" at you.

Which comes in really useful as you sing along with the lyrics displayed as the game leads — complete with little bouncing ball! This Commodore 64 version of the game could get into the Top Ten too.

Available on disk.

© 1985 ACTIVISION INC. GHOSTBUSTERS™, GHOSTBUSTERS™, GHOSTBUSTERS™, GHOSTBUSTERS™, GHOSTBUSTERS™. ALL RIGHTS RESERVED. TRADEMARKS OF GAMES™, GAMES™, GAMES™, GAMES™, GAMES™. FOR ALL SYSTEMS.

GHOSTBUSTERS™

THE COMPUTER GAME BY DAVID CRANE

SAVE YOUR CITY WITH YOUR COMMODORE 64.

ACTIVISION

we'll always be together together in...

Electric Dreams

Original Songs by
PHIL OAKEY
GIORGIO MORODER
CULTURE CLUB
HEAVEN 17
JEFF LYNNE

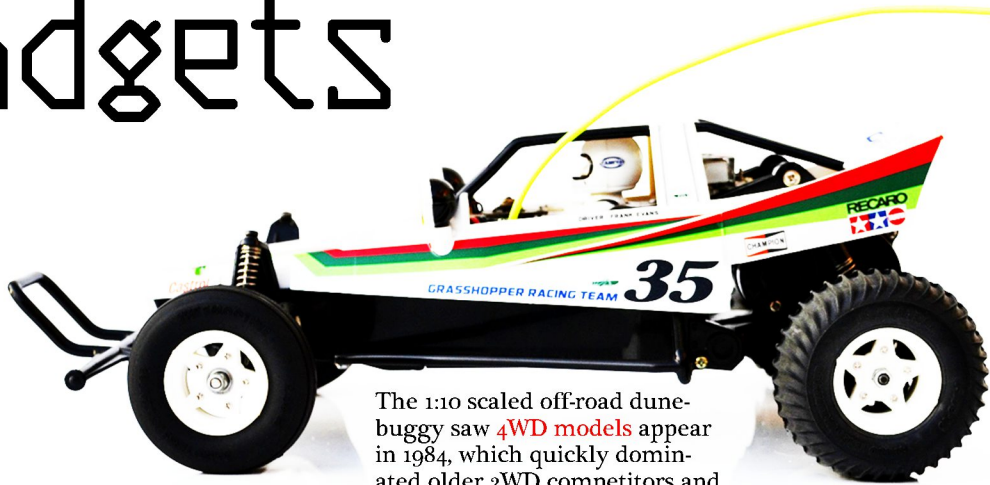
With a digitally-sampled shout of "Ghostbusters" that sounds suspiciously like the voice from Sirius Software's Plasmania, and a full chiptune rendition of the Ghostbusters theme, many people never actually played the game, but only ever booted the disk for its introduction.

The game itself had its lovers and its haters.

The Last Starfighter made video games "real"... sort of. The film's protagonist is recruited by the alien race who created the titular video game, and it's off to space-faring adventure. *Electric Dreams*, meanwhile, is a fun romance involving an intelligent computer -- but its pacing isn't the best and it suffered from poor reviews.



gadgets



The 1:10 scaled off-road dunebuggy saw **4WD models** appear in 1984, which quickly dominated older 2WD competitors and forced the creation of separate racing categories.



The **Motorola DynaTAC** hit the market in 1984, but at \$3,995 (over \$9200 2017 dollars) it was by no means mainstream. (Also, there weren't very many mobile phone towers in 1984!)

It took ten hours to charge and gave you thirty minutes talk time, and weighed as much as a clay-fired brick, but your other choices for on-the-go communications were limited to car phones or pay-phones...

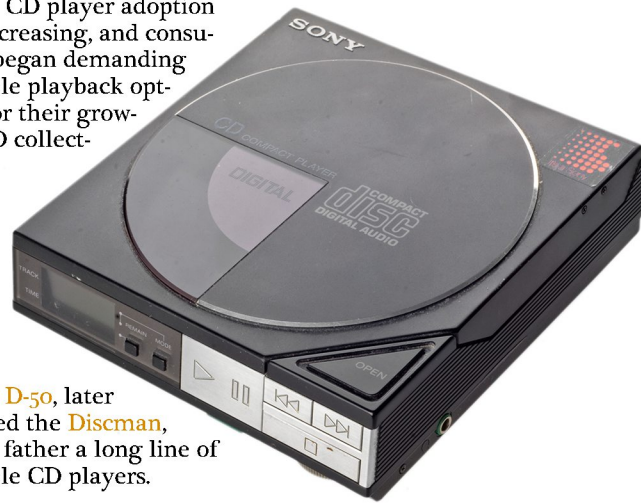
...so it was still pretty cool.



One of the first PDAs, the **Casio Databank** watch allowed you to store contact information as well as perform calculator functions.



Home CD player adoption was increasing, and consumers began demanding portable playback options for their growing CD collections.



Sony's D-50, later branded the **Discman**, would father a long line of portable CD players.



A variety of toy robots began to appear in the mid-1980s. The **Tomy Omnibot** allowed users to record series of commands to a cassette tape, which could then be played back. It also had a built-in timer that could trigger playback at specified times.

Another robot, **F.R.E.D.**, could be programmed using **LOGO** on a home computer. It could also hold a pen and draw as it moved, replicating what was on your **LOGO** screen.



Inexpensive colour printing gave over-achieving students yet another way to surprise their teachers.

COLOR

PERSONAL COLOR PRINTER UNDER \$250.

Take your family beyond computers

And while your imagination is soaring, you'll be glad to know that your new printer can keep right up with it! The new OKIMATE 10 is built with the same tradition of quality and manufacturing excellence that has made Okidata the most respected name in computer printers. Okidata craftsmen specially designed and engineered the new OKIMATE 10 to be incredibly small and lightweight. And they made it quiet as a whisper. But their imagination didn't stop there. To help you and your personal computer keep within your personal budget, they made the OKIMATE 10 available at retailers everywhere for less than \$250. Something that should make every personal budget tickled pink.

Color your world. If you've been playing games on your personal computer, now you can get serious and still have fun. The new OKIMATE 10 is completely com-

HOLIDAY BUYERS' GUIDE

ROBOT ROLL CALL

Robots are wearing ribbons this year. This isn't a futuristic fashion trend. These are gift-giving ribbons that robots will wear as they become the hottest high-tech gifts of 1984.

These new low-cost robots (from \$4 to \$600) can do chores, but they can have some exciting high-tech features. Some are programmable, which means you command them with your computer. Some contain special sensors that let them avoid obstacles or find people. And some just give you an end of what it's like having a robot around the house. Here's a roundup of the holiday robot lineup.

F.R.E.D. A foot-tall table-top robot, is not as versatile as its fellow Androids, B.O.B. and Traps. But with a recommended price of under \$400, it's definitely more affordable. You program F.R.E.D. in LOGO on a home computer. If then follows your instructions to the letter. And with a pen held in its rabbit-like paw, F.R.E.D. will draw on paper anything you've created on the computer screen. (Available from Invention, 101 East Daguerre Drive, San Jose, CA 95134.)

TURTLE TOT Turtle Tot brings the on-screen Logo turtle to life. You program

HERO JR. HERO Jr. is about three feet tall, and looks like R2-D2 with a crestcut. This robot personality depends on which programmed cartridge you plug into it. It can sing "Ole MacDonald had a robot" or say "Bleem me up, Scooby."

HERO Jr. especially likes to look for humans. Its infrared sensor detects moving objects, which HERO Jr. sits up to and says, "I'm looking for humans. Are you a human being?" It's great fun when HERO Jr. says this to your dog or vacuum cleaner. (Available from Hayes-Zentel, Benton Harbor, MI 49622. \$1,000 assembled, \$600 as a kit.)

MOVIE FAMILY These robots are only a few inches tall, but big-time when it comes to a good time. Each MOVIE robot has a special sensor that you use to control its actions. For instance, Turn Backer bounces along until you blow a whistle. Then its sound sensor signals it to turn back around.

Other MOVIE family robots include Avoider, whose infrared sensor sets it to avoid any object that gets in the way, and Monkey, which jumps along a rope and responds to clapping hands. (Available from OMI, Inc. \$15 to \$15 each. NOTE: Assembly, including soldering, is required.)

TRANSFORMERS & ROBOTS These aren't robots, the ones we've mentioned above. The Gobots and Transformers are non-electronic toys that look like cars or other normal objects. Press a button here, move a lever there, and they turn into robots. Gobots and Transformers can't be programmed and have no sensors, but they're fun to play with. (Gobots from Tonka cost \$4-10. Transformers from Hasbro cost \$10-25.)

TOMY ROBOTS These robots have special skills. Omni-bot is a radio-controlled robot that can deliver a tiny robot a poem, or walk you with its own beam-stair climber. Warbot has a voice recognition system that understands eight spoken commands like "forward" and "stop." Once you program to

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A vintage computer monitor with a beige frame. The screen is black and displays a message in bright green, pixelated, uppercase letters. The text is arranged in five lines. Below the monitor, two floppy disk drives are visible, each with a metal door and a red indicator light.

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hard core

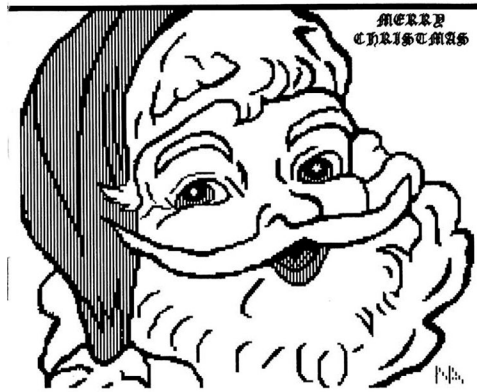
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